
CLOAD MAGAZINE HYPE SHEET

CLOAD Magazine is based on a truly unique concept - computer liberation! We were the first magazine to be written for computers. Not about computers - for them. If you are a TRS-80, you can read it. If you aren't, you can't.



Our basic premise is that personal computers are fantastic things, but they are useless and worthless without software. You've heard that before. If you've owned a computer for any length of time, you believe it, too. Fine. Where does one get software? Well, one could write it (Boo). One could buy it, if the specific need were known - like an editor/assembler or an accounts receivable package. What if you're new to computing? CLOAD magazine is where it's at. CLOAD is "printed" on a C-30 cassette. Through September, 1980, one side is filled with Level I, 4K programs and the other side is filled with Level II, 16K programs. From October, 1980 on, both sides of the cassette contain Level II, 16K programs with occasional disk programs. Wrapped around the outside of the cassette are some yellow sheets (our own form of yellow journalism) filled with announcements, tips, ads, bug corrections, hardware tutorials, and whatever lies we think we can get away with.

The cassette is sent via First Class mail. This is to prevent the problem of three month delivery to the East coast, as well as the problem of crunched cassettes. We feel that the added cost to our product is worth it. What do we publish? On the last two pages of this sheet is a list of our back issues to date (I = Level I; II = Level II; B = both levels; D = disk only). These are available for \$4.50 each (CA residents add .27 tax for back issues). You may want to keep the list as a handy index to our programs, so just tear it off before sending in the order form. Note: Foreign rates slightly higher. Please write for info.

CLOAD MAGAZINE'S HANDY-DANDY ORDER FORM

Best of CLOAD [] Volume I \$10.00 (\$10.60 in CA)

 [] Volume II \$15.00 (\$15.90 in CA)

Back Issues _____ at \$4.50 (\$4.77 in CA) - see list of contents.

[]Oct 78 []Nov 78 []Dec 78 []Jan 79 []Feb 79 []Mar 79

[]Apr 79 []May 79 []Jun 79 []Jul 79 []Aug 79 []Sep 79

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Subscriptions (starting with current issue): []\$42 for one year

[]\$23 for six months

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I understand that if I am not satisfied with the first issue I may return it within two weeks and be refunded any money I have sent. At any time I may cancel my subscription and receive a refund for any remaining issues.

CLOAD Magazine P.O.Box 1267 Goleta, CA 93017 (805) 964-2761

ANTHOLOGIES - "BEST OF CLOAD"

These include hardcopy listings and commentary on each program as well as a cassette tape.

Best of CLOAD, Volume I (\$ 10.00)
from our first six months of trying

B Flags (cover program)
B Yield Corporate bond calculator - computes bond yield-to-call and yield-to-maturity
B Sandcastle A civil engineering problem - build a sand castle that doesn't fall down
B Knight Knight's tour - the old chess problem
B Pool One pocket variety
B Y=m+b Linear regression
B Break Break a window - exercise your timing
B Pinball A "Breakout" type game
B Jukebox TRS-80 Tunes - injects musical hash into any nearby AM radio.

Best of CLOAD, Volume II (\$ 15.00)
from our second six months.

B Seekers (cover program)
B Artillery Target practice
B Ohm's Law Tutorial - teaches Ohm's law and generates practice questions.
B Four Color Generates maps at random - then has you designate colors (four maximum).
I Road Rally Steer your car around the track to beat the clock.
II Star Wars Rocket down the trench, dodge the laser banks and enemy tie fighters, drop the charge and get out - fast.
II Sketch Use screen as a sketchpad, save up to ten images in memory
II States Draws map of U.S. and quizzes on state, its capitol, etc.

BACK ISSUES (\$4.50 each)

Not mentioned, but present in every issue is our "Cover" program. This is where we publish various submissions of graphic artwork.

October 78
II Star Wars Fly your Tie Fighter down the trench
B Graphic Draw & save screen graphics
B Chase Inst Instructions for:
B Chase Escape the Killer robots
B Passbook Keep track of savings, interest, etc.
B Machin Demonstration of screen character set

November 78
B Art Inst Snide comments from our Editor
B Art Artillery - aim and fire a cannon
B Ohm Learn Ohm's Law - includes examples made up at random by the computer
B C & M Cat & mouse - two players, computer acts as referee
II Crush Crushman - the old "hangman" word game with new graphics

December 78
B 4 Color Creates maps for you to color - only four colors allowed
I States Quiz Test your knowledge of the (US) states
II States Graphic version of the above
B Reaction Great for parties
II Sketch Draw & animate up to ten frames of screen graphics
II Jukebox TRS-80 tunes - plays through radio

January 79
B Road Rally Two speed race - the race cars have poor brakes, so beware!
B Nym Beat the computer
B Esp Inst. Instructions for...
B Esp Test Are you psychic, or merely insane?

February 79
B Corp Notes Instructions for:
B Corporation Run an industry - be a capitalist and put old John D. to shame
B Powers Of concentration
I 32 Char Large letters (lvol I)
II Disassembler Converts machine code into mnemonic code

March 79

B Jungle ins. Escape the natives..of New York
B Jungle or wash windows in the concrete jungle
B Worm Rid'em Wormboy! Steer an ever-growing worm around the screen
I Billboard Graphic Signs - useful for window advertising
II Messages Similar to above but level II

April 79

B April Fool! April Fool!
B UFO Zap the invaders
B Dice ins. Introducing...
B Dice The cheating TRS-80
II Scramble Rearrange the letters of a word
II Hustle Out block your opponent

May 79

B Hunt & Peck Like "Concentration"
B Photo Inst. Instructions for
B Photo Camera class - a tutorial on the use of "f" stops and shutter speeds
B Voice Creates voiceprints - also handy to look at cassette saves
II Labyrinth Walk through a maze - computer maps the journey from the traveler's viewpoint

June 79

I Foot, Inst Instructions for:
I Football You're the quarterback
II Fullback Similar to above
I Cartesian Graph equations in the Cartesian coordinate system
II Grapher Polar and Cartesian graphing routine
B Recorder Figure tape counter - CTR-41 to CTR-80
II Cartoon A space age twist on an age old problem, animated
II Savedata Save & sort data set up in memory as a string array

July 79

B Fuel Conservation computation
B Motorcycle Jump over the barrels
B How Far Computes how far, and in which direction any two points on earth lie
II Bounce Guide a bouncing ball into a goal
II Psycho Pattern generator
I Polar Draws polar graphs

August 79

B Grand Prix Steer Winding road
B Coefficient Find the coefficients of 2nd, 3rd or 4th order equations
B Aero A quickie aerodynamics course
II Hobbit Fantasy adventure

September 79

B Binary tree A Gaussian distribution generator
B Calendar For any year
I Mummy Mummy's Tomb adventure
II Starbase For you Trekkers
II Poke Memory changer

October 79

B Constel Star plot & quiz
B PhoneWrd Telephone number mnemonics - helps make up words from telephone numbers
I Space Sket Target practice
II Germ War Conway's LIFE, with death thrown in, too
II Save Save BASIC programs as SYSTEM programs

November 79

B Budget Compute your past expenditures
I CryptArith Arithmetic - switch letters with numbers
I Chimera "Space invader" type game
II Defend Same as above - except real time
II Psychologic DIFFICULT math game
II Mail list Mail list program with internal sort, search, print, etc. - cassette based

December 79

I Space War Yet Another Zapp-em-on-the-rise
I Kaliendo Pattern generator program
II Signboard Large, moving letters - good for advertising
II Morse Teaches Morse Code
II Blockade Try to blockade your opponent
II Tape Test Certify your own cassettes

		January 80		August 80
B Stars	Dodge the stars in your spaceship	I Moons Intro	Instructions for...	
B Two Dates	Calendar calculator - works with number of days, number of weeks or specific dates.	B Moons	Info & test on moons of the Solar system.	
I Who's On	Deductive logic - which ballplayer is on first.	I Startrek	Fight Klingons in 9 quadrants.	
II HiCalc	Four function calculator - 1500 places	II Reversi	'Othello' - play against a friend or against 1 of many opponents (one that even cheats!).	
II Midway	Carnival type game	II Base Conv.	Change a number from one base to another.	
II RAM Test	16K, 32K or 48K RAM test program	D Level2	Load, save & run Level II BASIC programs on Disk.	
				September 80
B Kalah	The old African board game	I Destruction	Blast your way to the fuel.	
B Dissertat'n	Program generates Dissertation suitable for submission for Ph.D.	B Hex Display	Hex dump of memory.	
B Coeffiecn	Computes coefficients of polynomial equations by Cramer's rule	B Organ Inst.	Instructions for...	
II Election	Educational simulation of U.S. Presidential election - set up as game where you enter race against 1980 candidates and slug it out from primaries to November.	B Organ	Play the TRS-80, Wagner.	
II Monitor	Similar to Radio Shack T-bug, but written in level II BASIC	II Lgame	Move your 'L' to block the TRS-80's 'L'.	
		II Shop Spree	Keep in budget - but do it fast!	
		March 80		
B Stockpage	Newspaper stock page tutorial with quiz.			
B YahtZ-80	The old dice game, now on a computer.			
II Nerves	You race a rat through a maze full of holes and blocks.			
II Level III	Makes level II BASIC more kinder to you - it gives more specific error messages and lets you store whole words under shifted letter keys.			
		April 80		
B Craps	Old dice game from a programmers viewpoint. Draws a flowchart on the screen and shows the progress of decisions for each roll.			
B Distance	Graphic representation of the distance from the Earth to various celestial bodies.			
I HiQue	The old peg jumping game.			
II Typing	Learn and practice typing. Can also be used as a tachistoscope.			
II Syzygy	Two player wormball. Surround your opponent with your worm. Obstacles can be defined, and up to five missiles can be used, by each player.			
II Change	System program - converts level II system format into level I system format (works from 4200H to 4FFFH).			
		May 80		
B Coin Toss	Graphically demonstrates the 50-50 probability of a head or tail coin toss.			
I Draw Inst.	Instructions for...			
I Draw	Draw and animate up to 3 frames of screen graphics. Written in machine language.			
II Sketcher	Level I version of December 78's "Sketch". Draw circles, lines, and squares just by defining endpoints or radii.			
II Dungeons	"Adventure" type program written in Basic with real-time combat.			
B Sinewave	Graphically adds two sinewaves together.			
		June 80		
B Magician	TRS-80 "guesses" which one of 15 designs you picked.			
B Illusions	Tutorial on optical illusions.			
I Nerves	Level I version of March 80's game.			
II TicTactoe	Teach your TRS-80 to play and eventually win at TicTacToe. For the artificial intelligence crowd.			
II Amzing Chas	Evade two pursuers in a maze.			
		July 80		
I Mystic Cal.	TRS-80 number trick using a calendar.			
I Stock Inst.	Instructions for...			
B Stock Exch.	Play a stock market using the TRS-80 Street Journal.			
II Scramble	List every possible permutation of a four to seven letter word.			
II Hurricane	Draws a map of the Caribbean with the position of a storm plotted.			
II Lprint	Changes prints to lprints and vice-versa.			